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XBOX

KONAMI

SILENT SCOPE COMPLETE

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SAFETY INFORMATION

ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a dNovor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION. The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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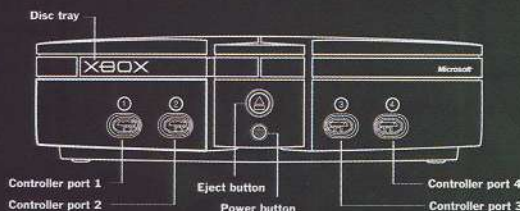
Thank you for purchasing Silent Scope Complete from Konami.
Please read this manual thoroughly before playing the game.

Also, please keep this manual in a safe place so you can refer to it easily later.
(Note: Konami does not re-issue manuals.)

Konami is continuously striving to improve its products.
As a result this product may differ slightly from another depending on the purchase date.

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Silent Scope® Complete disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Silent Scope® Complete.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Silent Scope® Complete.







START Button	Start/Pause
BACK Button	Not Used
D-Pad	Scope Movement
A Button	Shoot
B Button	Scope ON/OFF
X Button	Scope Speed Up (when Scope is ON)
Y Button	Scope Speed Down (when Scope is ON)
L Trigger	Scope ON/OFF
R Trigger	Shoot
Left Thumbstick	Scope Movement
Right Thumbstick	Not Used

USING A COMPATIBLE LIGHT GUN (SOLD SEPERATELY)

When using a compatible light gun, the brightness of the TV should be increased for best performance. When calibrating a light gun, make sure the Scope On/Off switch is in the "Off" position. To adjust screen brightness, see Light Gun Calibration on Page 16, 24 or 32.

Note: Please refer to the light gun manufacturer's information to find out if the light gun you want to use is compatible with Silent Scope Complete or not.

LIGHT GUN CONTROLS

 Button	Start/Pause
 Button	Back
D-Pad	Scope Movement
 Button	Shoot
 Button	Scope ON/OFF
 Button	Scope Speed Up (when Scope is ON)
 Button	Scope Speed Down (when Scope is ON)

STARTING THE GAME

CONTRAST ADJUSTMENT

If a light gun peripheral is connected to the Xbox, the Light Gun Calibration screen will appear. Set calibration and adjust screen contrast for optimal light gun performance.

SELECT GAME

After the introductory logos are displayed, the Title Screen will appear. Select Silent Scope, Silent Scope 2 or Silent Scope 3 using the Directional pad, Left thumbstick or light gun. Enter the selection with the **A** button or **START** button.



THE SCREEN

Time remaining

Score

Magazines
(remaining ammo;
reloading is
automatic)



CREDITS 2 Lives

STARTING THE GAME

THE SCOPE

Using the Left trigger, you can toggle the scope on the screen. Adjust the sights quickly when the scope is off, then turn the scope on by releasing the trigger to make fine adjustments over a target. Shots can be fired without making scope adjustments if necessary.



VIEW ROTATION SYSTEM

In SILENT SCOPE 3 the view can be rotated from specific spots during gameplay. When enemies attack you from behind or escape outside the game screen, rotate the view to find them and then attack. The view can be rotated when a light blue arrow appears on both edges of the screen, or by pressing the **Y** button or **X** button.



SILENT SCOPE™

THE STORY

While traveling to Chicago for a political campaign, the President and his family have been kidnapped and are being held hostage by an armed terrorist group. The terrorists are demanding the release of their leader from prison in return for releasing the President and his family. If the Terrorist leader is released, the government suspects that the terrorist group will strike again.

To avoid exposing the President and his family to further danger, the government has decided not to resolve this problem with armed forces. To regain control of the situation, an elite Professional Sniper has been sent in undercover. His mission is to rescue the President and his family and take out the leader of the terrorist group. Time is of the essence! Get out there and eliminate the hostile threats and bring the President and his family back safely.

From the Title Screen, select ARCADE MODE, TRAINING MODE, OPTIONS or RANKING using the Directional pad or Left thumbstick. Enter the selection with the **A** button or **START** button.



ARCADE MODE

Select ARCADE MODE to play the Arcade version of Silent Scope. (P. 12)

TRAINING MODE

Select TRAINING MODE to improve your skill level. (P. 14)

OPTIONS

Select OPTIONS to modify game settings. Game Settings can also be modified during gameplay by pressing the **START** button to pause the game. (P. 15)

RANKING

Displays the player rankings for each mode.

MODE SELECT



Shooting Range

Story Mode

Time Attack

Selecting ARCADE MODE from the Main Menu will display the Mode Select menu screen. Select Shooting Range, Story or Time Attack using the Directional pad or Left thumbstick. Enter the selection with the **A** button or **START** button.

SHOOTING RANGE

In this mode, the player practices sharpshooting at a shooting range. The player scores points for speed and accuracy within a set time limit. Select between an indoor or outdoor range.

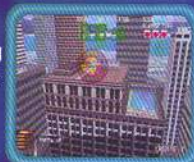
BASIC RULES

In both the indoor and outdoor shooting ranges, the player must shoot all enemy targets within a specified time limit to move on to the next stage. Be careful not to hit any innocent bystanders, otherwise the player's score is penalized. After completing each stage or running out of time, the player's performance will be ranked based on score. Additional time remaining at the end of each stage is added to your point total. The player cannot proceed to the next stage if time runs out.



STORY MODE

In this mode, the player advances through a total of six stages while trying to rescue the President and his family. The story changes according to the progress made during the game.



BASIC RULES

The President and his family have been kidnapped by lethal terrorists. The government turns to a professional sniper to rescue the President and his family. In each stage, the player must carry-out a specific mission while taking out enemies and the level boss within a specified time limit. Each time an enemy hits the player, the player's life is decreased by one. Accidentally shooting an innocent bystander will also decrease the player's life. However, throughout each stage, special Life-Up girls can increase the life gauge by one if the player spots them in the scope. The game ends if time runs out or if the player loses all lives. It is possible to continue playing from the last scene provided all continues have not been used. It is not possible to continue after the time runs out when confronting the final boss.

TIME ATTACK

In this mode, the player must try to clear stages within a set time limit.



BASIC RULES

In each stage, you have a mission and must eliminate all the enemies and defeat a boss character within a specified time limit. After clearing certain stages, your performance will be ranked based on your time. You do not incur damage from enemy fire in Time Attack, nor are you penalized for shooting innocent bystanders. There are three levels of difficulty in Time Attack, allowing the player to progress through different stages in the game.

OVERVIEW

The goal of this mode is to improve your targeting skills, reaction time, and shooting accuracy. The Training Mode contains four different types of training (Time Attack, Perfect Shot, Pop-Up Targets, Quick Shot) in three different training zones (Farm, River, Cave).

**BASIC RULES****TIME ATTACK**

Try for the fastest clear time in each zone.

PERFECT SHOT



Shoot as many targets in a row as you can. Miss a shot and it's game over.

POP-UP TARGETS

Unlike the other training modes, the targets disappear if you don't shoot the targets after a certain amount of time. Try to hit all targets that appear on screen.

QUICK SHOT

Try to hit as many targets as possible within the time limit.

Game options can be accessed through the Title Screen, Main Menu or by pressing the START button during gameplay to pause the game. Press left/right on the Directional pad or Left thumbstick to cycle through the desired options sub screen. Press up/down on the Directional pad or left thumbstick to select from the options available. After all settings have been adjusted, press the  button to confirm the settings and return to the previous menu. Press the  button to cancel you selection.

The following are options available in the Options Screen:

GAME SETTINGS**DIFFICULTY**

Set the difficulty level.

PLAYER LIVES

Set the number of lives the player has at the start of the game.

BRANCH SELECT

Set whether the player selects a path at branch points or whether they are selected randomly (for the Story Mode).

CONTINUE

Set the number of times a game can be continued in the Story Mode. If the "EXTRA" option is selected, the number of continues can be increased during the game based on the player's performance.

OTHER SETTINGS**HIT EFFECT**

Change the effects when an enemy is hit by a bullet.

VIBRATIONS

Toggle the vibration effect ON and OFF.

SOUND**MUSIC VOLUME**

Adjust the volume level of the background music.

SE VOLUME

Adjust the volume level of the sound effects.

BUTTON SETTINGS**BUTTON TYPE**

Select between Type A (i.e. Normal Controls) or Type B (i.e. Professional Controls).

REVERSE

Reverse the Up/Down functions of the scope.

SIGHT SPEED

Adjust the speed of the scope.

LIGHT GUN CALIBRATION

Calibrate light gun and adjust screen brightness settings.

LIGHT GUN SETTINGS

Display the light gun settings.

SAVE/LOAD**SAVE**

Save the current game in progress.

LOAD

Continue playing a previously saved game.

AUTO SAVE

Select whether to automatically save the game during gameplay. The default setting is "OFF."

Note: At least 4 blocks of free space must be available on the Xbox console to save game data. Please do not turn off the Xbox console while saving or loading data or data may be lost.

BRIGHTNESS LEVEL

The brightness level of your television can be adjusted using this screen as a reference. Adjust the brightness level on your television set just until the image of the Life-Up girl on the right side of the screen disappears. If your television does not have a brightness adjustment, disregard this option menu.

THE STORY

A terrorist group has occupied a sealed research lab in an attempt to steal a prototype VX gas missile. The British government sent in a special counter-terrorist unit to deal with the situation, but all contact was suddenly lost in the middle of the mission. Fearing the worst, the government immediately turned to its secondary assault force, two brave snipers, to search for and rescue the missing unit.



**SILENT
SCOPE 2**
Fatal Judgement™

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From the Main Menu, select ARCADE, ORIGINAL, RANKING, SAVE/LOAD, OPTIONS, EXTRA OPTIONS or STATUS using the Directional pad or Left thumbstick. Enter the selection with the **A** Button or **START** button.



ARCADE

Play the arcade version of the game. (P. 19)

ORIGINAL

Play the original home version of the game. (P. 21)

RANKING

View a list of rankings for each mode. (P. 22)

SAVE/LOAD

Save and load game data. (P. 22)

OPTIONS

Adjust various game settings. (P. 23)

This mode lets you play the arcade version of the game.

When you select ARCADE from the Main Menu, you will enter the Player Selection Screen. Choose the character you wish to use with the directional buttons and press the **A** button to make your selection.



After selecting your player, you will enter the Mode Selection Screen. Choose between Shooting Range, Story and Duel using the Directional pad and press the **A** button to select.



SHOOTING RANGE

Race against the clock to score points on the shooting range.



BASIC RULES

Track, aim, and shoot each of the targets as they appear. If you defeat all the targets within the time limit, the drill is completed. If you exceed the time limit, the session ends in failure. Upon successful completion of the drill, any time remaining is added to your score.

Only aim for targets that are holding weapons. Their point value varies depending on the accuracy of the user's shot.

Shooting an ordinary person will result in a large penalty to your score.

STORY

Follow the storyline as you progress through the stages in order.

The story unfolds as you progress through the missions and defeat the enemies and bosses in each stage. Your life decreases when you are hit by enemy fire, or when you accidentally shoot an innocent person. If you lose all your life or run out of time, the game is over. Reaching designated locations throughout the game will automatically extend the time by a fixed amount (TIME EXTEND). At certain points during the game, Life-Up Girls and Time-Up Men will appear. Finding these characters will increase your life (+1) and your time (+10), respectively.

**DUEL**

Seek and eliminate your opponent in a timed duel.

Seek out your opponent and take him down. Reduce your opponent's Life to 0 to win the round. Win more than half the pre-set number of rounds and you'll win the match. Win more than half the pre-set number of matches and you'll be declared the winner of the duel. If the timer runs out, the match is over. The player with the most rounds won when the timer runs out is declared the winner of the match. The timer is reset at the beginning of each new match.

CITY

A stage designed for novices.

FOREST

A forest stage. It's pretty tough to find your opponent. Recommended for average players.

AIR

For experts only. Face off on a tower bridge. Watch out - there's no telling who the helicopter might target!

This mode lets you play the original Home Version of the game.

When you select ORIGINAL from the Main Menu, you will enter the Original Mode Screen. Choose between Boss Battle, Mission and Outdoor Shooting Range using the directional buttons and press the **A** Button to select.

BOSS BATTLE

Fight against a boss.

TRAINING

When you select TRAINING, you will enter the Boss Selection Screen. Choose the boss you wish to practice on using the Directional pad and press the **A** button to select. You cannot select a boss you have not yet faced.



After selecting a boss, you will proceed to the Player Selection Screen. Choose the character you wish to use with the directional buttons and press the **A** button to make your selection.

You can practice fighting any boss you have already faced in ARCADE Story Mode. There are no Life or Time limits, so you can keep practicing until you defeat the boss. If you wish to quit in the middle of the battle, press the **START** button to pause the game and select QUIT to exit.

MISSION

Carry out a set of mission orders.

When you select MISSION, you will enter the Mission Select Screen. Choose the mission you wish to play using the directional pad, and press the **A** button to make your selection.

In this mode, you must carry out a set of orders provided for you. Fulfill the given set of requirements to complete the mission. If you wish to quit in the middle of the mission, press the **START** button to pause the game and select QUIT to exit.

**OUTDOOR SHOOTING RANGE**

Practice your target shooting in a number of different environments. Race against the clock for points on the outdoor shooting range.

Selecting this option will allow you to view a list of rankings for each mode.

Rank	Score	High Score
1st	10000	5000
2nd	8000	4000
3rd	6000	3000
4th	4000	2000
5th	2000	1000
6th	1000	500
7th	500	250
8th	250	125

SAVE AND LOAD

This option lets you save and load game data.

SAVE

Save your current game.

LOAD

Load previously saved data.

AUTO SAVE

When this is enabled, data will be saved automatically throughout the game.

At least 4 blocks of free space must be available on Xbox console to save game data.

Please do not turn off Xbox console while saving or loading data. The data may be lost

This option lets you adjust various game settings.

GAME SETTINGS

STORY MODE SETTINGS

Change STORY MODE settings.

DIFFICULTY

Set the game difficulty.

LIFE

Set the amount of Life provided when starting the game or continuing after dying.

CONTINUE

Set the number of continues available.

TIME LIMIT

Set the time limit used when starting the game or continuing after dying.

DUEL MODE SETTINGS

Change DUEL MODE settings.

LIFE

Set the amount of Life provided.

TIME LIMIT

Set the time limit.

ROUND

Set the number of rounds.

MATCH

Set the number of matches.

**SILENT
SCOPE 2**
Fatal Judgement

OTHER SETTINGS**HIT COLOUR**

Set the colour of the hit effects.

COUNTDOWN DISPLAY

Change the time countdown display used in the scope.

SOUND**MUSIC VOLUME**

Set the music volume.

SE VOLUME

Set the volume of the sound effects.

CONTROLLER**BUTTON SETTINGS**

Change button assignments.

You can change the configuration of the "SCOPE ON/OFF", "SHOT", "INCREASE SCOPE SPEED", and "DECREASE SCOPE SPEED" buttons. Selecting the DEFAULT button will return the button configuration to its original layout.

VIBRATION

Turn the vibration function ON/OFF.

REVERSE SCOPE

Reverse the up/down movement of the scope.

SWITCH SCOPE ON/OFF

Switch the function of the SCOPE On/Off button.

LIGHT GUN CALIBRATION

Calibrate light gun and adjust screen brightness settings.

LIGHT GUN SETTINGS

Display the light gun settings.

SCOPE ADJUSTMENT**SIZE**

Set the size of the scope.

ADJUST SIZE

When you select ADJUST, you will enter the Scope Size Adjustment Screen. Adjust the scope size using the directional buttons, and press the **A** button to confirm. Press the **B** button to undo changes and revert to the previous size.

DEFAULT SIZE

Restore the size to the default setting.

TRANSPARENCY

Set the transparency level of the scope.

ADJUST TRANS

When you select ADJUST, you will enter the Transparency Adjustment Screen. Adjust the transparency level using the directional pad, and press the **A** button to confirm. Press the **B** button to undo changes and revert to the previous transparency level.

DEFAULT TRANS

Reset transparency to default setting.

SPEED

Adjust the movement speed of the scope.

ADJUST SPEED**• SCOPE ON SPEED**

Selecting SCOPE ON will allow you to adjust the movement speed of the scope when it is open. Adjust the speed using the directional pad, and press the **A** button to confirm.

Press the **B** button to undo changes and revert to the previous speed.

• SCOPE OFF SPEED

Selecting SCOPE OFF will allow you to adjust the movement speed of the scope when it is closed. Adjust the speed using the directional pad, and press the **A** button to confirm. Press the **B** button to undo changes and revert to the previous speed.

DEFAULT SPEED

Restore the movement speed to the default settings.

SCREEN ADJUSTMENT

Use this screen to adjust the brightness of your television. Adjust the brightness setting on your television until the picture on the far right is just a bit too dark to be seen. Please note that if your television does not have a brightness control, you will not be able to adjust this setting.

DEFAULT ALL

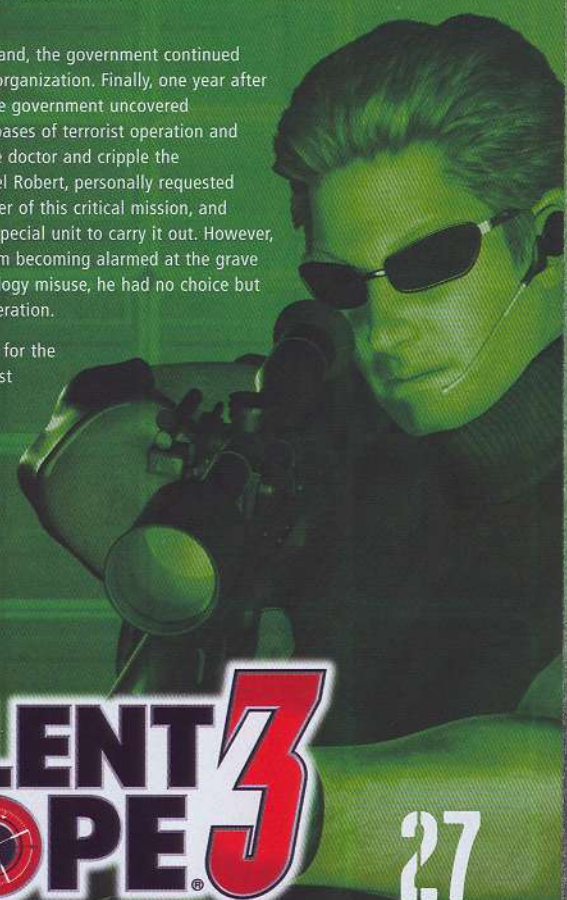
Restore all options to their default settings.

THE STORY.

Dr. Scott, the leader of a clone research group with ties to a nationally run project was kidnapped. Out of fear of the misuse of cloning technologies and the leakage of sensitive state secrets, the government dispatched a group to find the brilliant researcher. The efforts of the search uncovered that the doctor had been kidnapped by an enormously wealthy terrorist organization. The government poured all its resources into gathering information on the organization, but the doctor's location remained a mystery.

Using all of the resources at hand, the government continued gathering information on the organization. Finally, one year after the doctor's disappearance, the government uncovered information on the dispersed bases of terrorist operation and started a mission to rescue the doctor and cripple the organization. A Marine, Colonel Robert, personally requested that he serve as the commander of this critical mission, and activated a hand-picked elite special unit to carry it out. However, in order to keep the public from becoming alarmed at the grave implications of cloning technology misuse, he had no choice but to give up on a large-scale operation.

The lone option that remained for the colonel was to entrust this most critical assignment to a single man...



**SILENT
SCOPE 3**

From the MAIN MENU, select Silent Scope EX or Silent Scope 3 to play either game. OPTIONS, EX OPTIONS, RANKING and SAVE/LOAD are also available from the MAIN MENU.

SILENT SCOPE EX

Play the arcade version of the game. (P.28)

SILENT SCOPE 3

Play the original home version of the game. (P.30)

OPTIONS

Adjust the various game settings. (P.31)

EX OPTIONS

Adjust the settings for extended functions. (P.34)

RANKING

View a list of rankings for each mode. (P.34)

SAVE/LOAD

Save and load game data. (P.34)

SILENT SCOPE EX

Select SILENT SCOPE EX from the Main Menu to advance to the Mode Select Screen. Move the sight with the Left thumbstick or directional pad to select a mode and press the **A** button to enter.



GAME START

Start the arcade version of the game. Select either STORY Mode or SHOOTING RANGE.



STORY

The story unfolds as you clear the missions you have been assigned. The game is over when your life becomes zero. Your life decreases over time, so it is imperative that you take out enemies quickly. Your life also decreases when you are hit by enemy fire or when you accidentally shoot an innocent bystander. Your life will slightly recover by defeating enemies, and will significantly recover if you defeat an enemy by exploiting its weakness or by finding Life-up Girls that appear during the game.

SHOOTING RANGE

Aim and shoot each of the targets as they appear. If you defeat all the targets within the time limit, the drill is completed. If you go over the time limit, the session ends in failure. Upon completion of the drill, any remaining time is added to your score. Only aim for targets that are armed. The number of points varies depending on the accuracy of your shot. Mistakenly shooting an ordinary civilian will result in a large penalty to your score.

FREE PLAY

Freely select and play a stage from stages that you have already cleared.

Select GAME START to advance to the Mode Select Screen. Move the sight with the left thumbstick or directional pad to select a mode and press the **A** button to enter your selection.

SILENT SCOPE 3

Select SILENT SCOPE 3 at the Main Menu to advance to the Mode Select Screen. Move the sight with the Left thumbstick or directional pad to select the mode and press the **A** button to enter your selection.

GAME START

Start the original home version of the game.

FREE PLAY

SELECT and play a stage from stages that you have already cleared.

**NEW GAME**

Start a game in the story mode. Select GAME START to start a new game, and when you have successfully completed the first stage, the area selection screen will be displayed. From there, select the area that is displayed on the map to advance to the next stage.



Note that by selecting NEW GAME you will erase the saved gameplay data for the story mode.

CONTINUE

Continue playing from where you left off previously.

Current gameplay progress will be erased when the power is turned off. Please save game data before turning off the power. (P.34)

The storyline unfolds as you clear the areas that are displayed on the overall map. The game is over when your life reaches zero. Your life decreases when you are hit by enemy fire or when you accidentally shoot an innocent bystander, but it will not decrease over time. Your life will slightly recover by defeating enemies, and will significantly recover if you defeat an enemy by exploiting its weakness or by finding Life-up Girls that appear during the game.

OPTIONS

From the OPTIONS menu, you can make adjustments to the various game settings. You can switch pages by aligning the sight onto the left and right arrows that are displayed on the screen and pressing the **A** button to confirm.

GAME SETTINGS

Adjust the various game settings.

DIFFICULTY

Set the difficulty level of the game.

STARTING CONDITION

Set the amount of life provided at the start of the game.

CONTINUE

Set the number of continues. The number of continues only applies when playing in SILENT SCOPE EX mode. The game cannot be continued in SILENT SCOPE 3 mode.

OTHER SETTINGS

Adjust the system settings.

VIOLENCE LEVEL

Set the level of graphic violence during the game.

MAGNET

Set the automatic aiming function to automatically align your sight to enemies near spots that you are looking at through the scope.

HIT COLOUR

Set the colour of the hit effects.

SOUND

Adjust the settings for sound.

MUSIC VOLUME

Adjust the volume of the BGM.

SE VOLUME

Set the volume of the sound effects.

CONTROLLER

Adjust the settings of the controller.

BUTTON SETTINGS

Change the button configurations.

You can change the button configuration of Scope ON/OFF, Shoot, Increase Scope Speed, Decrease Scope Speed, Rotate View Right, and Rotate View Left. Selecting DEFAULT will return the button configuration to its initial layout.

LIGHT GUN CALIBRATION

Calibrate light gun controller and adjust the screen brightness setting.

LIGHT GUN SETTINGS

Display the light gun settings.

VIBRATION

Turn the vibration function ON/OFF.

REVERSE SCOPE

Reverse the up/down movement of the scope.

SWITCH SCOPE ON/OFF

Adjusts the default scope on/off setting.

SCOPE ADJUSTMENT

Adjust the settings for size, movement speed, and transparency level of the scope.

SIZE

Adjust the size of the scope.

TRANSPARENCY

Adjust the transparency level of the scope.

SPEED

Adjust movement speed of the scope.

ON SPEED

Adjust the movement speed when the scope is displayed.

OFF SPEED

Adjust movement speed when the scope is off.

SCREEN ADJUSTMENT

Adjust the TV brightness level by using this screen as the standard.

Adjust the TV brightness setting to where you just lose sight of the picture on the far right. Please note that this setting cannot be adjusted unless your television has a brightness control.

NIGHT MODE BRIGHTNESS

Set the brightness level when using the night scope.

After changing this setting from the adjustment screen, select OK to accept the changes or CANCEL to undo the changes. Selecting DEFAULT will revert any changes to the original setting.

DEFAULT ALL

Revert all items that have been changed in Options to their original setting.

Adjust the settings of the various functions that appear during gameplay once certain conditions have been met. Align the sight onto the left and right arrows displayed on the screen and press the **A** button to switch the page.

Items that are marked by „?“ cannot be selected. When certain conditions have been met during gameplay to make one of these items selectable, the word „NEW“ will appear on the Main Menu.

RANKING

View a list of the rankings for each mode.

SAVE/LOAD

Save and load game data.

SAVE

Save current game progress.

LOAD

Load previously saved game data.

AUTO SAVE

Set to automatically save game progress during the game.

PAUSE MENU

Press the **START** button during gameplay to interrupt the game and bring up the Pause Menu. To end Pause and resume play, select CONTINUE from the Pause Menu and press the **START** button.

CONTINUE

Return to the game and continue play.

RETRY

Start the current stage over from the beginning.

QUIT

Stop gameplay and return to the Main Menu.

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